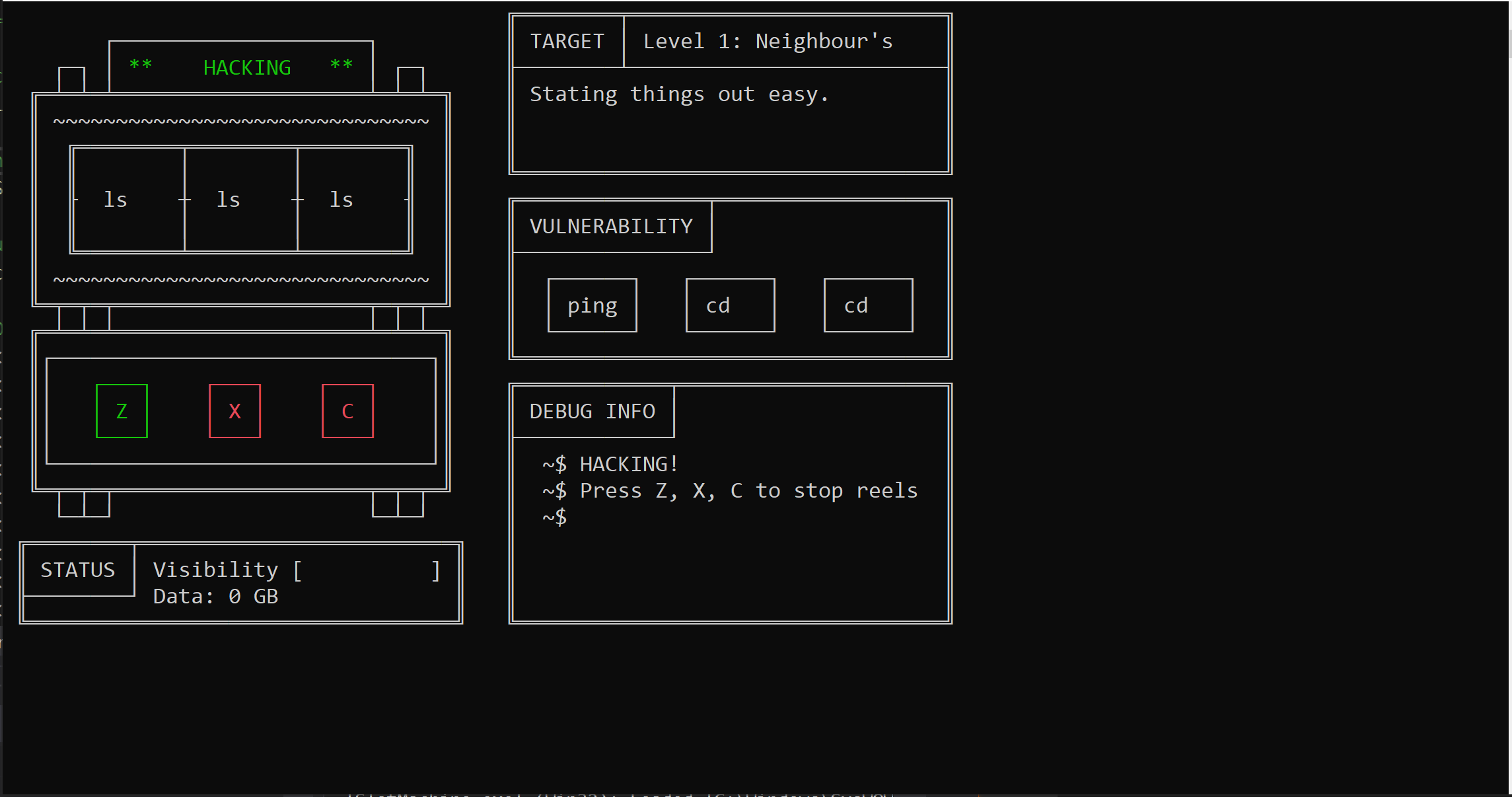
CMP104 – Assessment Cover Document

Joseph Lee 1903399

## Game Overview

For this assessment rather then making a standard fruit machine, I decided to take the fruit machine concept and make a hacking themed fruit machine. So, the reel values are Linux commands and the prizes are data dumps. One feature I added was the randomly generated vulnerability winning condition that is randomly generated at the start of each spin. This vulnerability victory yields the highest prize, but is also the hardest to achieve. In keeping with the theme this fruit machine game has been named ‘HACK MACHINE’, see screen shots of game below:







## Mechanics

## Design Choices

## Flow

## README

For more information on this game’s code please consult the README file submitted with the game, this contains lots of detail on the concept and the implementation of each of the game’s features. The markdown (.md) and PDF versions have been included.